MUSIC CONSTRUCTION SET

Welcome to a new way to explore and compose in the world of music. In *Music Construction Set (MCS)*, the building blocks of music appear as pictures that you can arrange on your computerized "score." With MCS, you can compose a song in musical notation, cut out some measures and paste them elsewhere, transpose to another key, and change the instrument from piano to, for example, harpsichord. The computer can then play back what you just created. You can also print your compositions on paper.

Before you use MCS, read the Instructions for Your Computer; then read the Instructions for Creating and Playing Music on page 8.

PART I: COMPUTER-SPECIFIC INFORMATION

INSTRUCTIONS FOR YOUR APPLE II

GETTING STARTED

Put the MCS disk in drive 1. Close the drive door; turn on your computer and monitor. When the program finishes loading, press RETURN to use the program, *or* wait and the demo automatically begins. In the demo, you hear some of the songs on the MCS Disk. To stop a song and start the next, press the Space Bar. To leave the demo, press RETURN.

Setting up Your System When you start using MCS, you must indicate the control device, sound equipment, printer, and printer card you are using. (To change these settings *while* using the program, select the Plug Icon in the bottom corner of the Icons Box).

While the options appear in the lower left of the screen, press the Space Bar to cycle through the options within a set and press RETURN to select the displayed option.

1. **POINTER TYPE:** Select the pointing device you want to use—keyboard, joystick, mouse, or Koalapad. If you select the Keyboard option, use the Arrow Keys to point and drag the Hand Icon.Use either Apple key in place of the joystick button to make selections. (If you own an Apple II or II+, you do not have Apple keys. For these machines a joystick or mouse is required.)
2. **SOUND DEVICE:** If you select Apple Speaker or Cassette Port, MCS sounds up to four notes simultaneously and does *not* scroll the score as the music plays. Select the Cassette Port only if you have a stereo connected to your computer via the cassette port Then you can use the volume controls on your stereo for louder volume than is available through your Apple speaker. If you select Echo Plus, Mockingboard, or Cricket, MCS sounds up to six notes simultaneously *and* scrolls the score as the music plays. With these sound boards, you can also adjust the MCS Sound and Volume gauges (for example, to select the accordion sound).

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3. & 4. PRINTER AND INTERFACE CARDS: Select your printer and then your interface card. To print a song, press **Control-P**. The music prints 2-1/2 measures vertically down the left side of the page. Press any key to print the next 2-1/2 measures, and so on. Turn the printer carriage manually to stop printing on one page and start on the next. Press ESC to stop.

LOADING AND SAVING MUSIC

To perform the tasks below, first select the MCS Disk Icon. (Apple //c and //e users, be sure to depress the CAPS LOCK key before typing.)

1. **To see a list** of the music on your disk, type CATALOG and press RETURN.
2. **To load music** into memory from your disk, type LOAD and the name of your piece and press RETURN twice—for example, type LOAD BUMBLEBEE. (To clear the entire score so you can create a new song, type LOAD NEW.)
3. **To format a disk** to save music on, put the disk in your drive and type FORMAT and press RETURN. (Note: Any information previously on the disk is erased.) When the drive stops, press RETURN again. Reinsert your MCS disk and press a key.
4. **To save music**, place your own files disk in the drive. Type SAVE followed by the name you pick; press RETURN twice. (A name can have up to 30 characters; it must start with a letter and must not include a comma.) When your drive stops, remove your files disk, reinsert the MCS disk, and press RETURN.
5. **To delete a song** from a disk, type DELETE and the song name; press RETURN twice.

NOTE: If you have two disk drives, put your MCS disk in drive 1 and your files disk in drive 2. The first time you use the files disk in a session, type ,D2 at the end of your command —for example, type LOAD BUMBLEBEE,D2.

USING SPEED, SOUND, AND VOLUME CONTROLS

The five gauges in the center bottom of the MCS screen control speed of playback, sound quality, and volume. Use the Hand Icon to move the gauge markers up and down (see Using the Hand Icon below).

The Sound (So) and Volume (Vo) gauges work only if you have a sound board. The left Sound and Volume gauges control the music in the top staff, and the right Sound and Volume gauges control the bottom staff.

Sound: The first eight notches on the Sound gauges, starting at the top, are for Piano, Harpsichord, Tamtam, Accordion, Flute, Snare, Organ, and Banjo.

Volume: Moving the gauge marker *down.* makes the music louder; moving it *up* makes it softer. (NOTE: If your left and right Volume Controls on the screen are set on identical notches on the screen but don't give identical volume levels, adjust the volume wheels at the back of your Mockingboard.)

INSTRUCTIONS FOR YOUR ATARI

GETTING STARTED Turn on the disk drive. When the busy light goes out, insert the disk in the drive. Close the drive door and turn on the monitor and the computer. (NOTE: Owners of Atari XLs must hold down the OPTION key while turning the computer on. You can release the key when the Electronic Arts logo appears on the screen.)

When the program finishes loading, press RETURN to use the program, *or* wait and the demo automatically begins. In the demo, you hear some of the songs on the MCS Disk. To stop a song and start the next, press the Space Bar. To leave the demo, press RETURN.

Changing Your Controls MCS assumes you are using the keyboard and a joystick. To point and drag the Hand Icon, use the joystick or cursor keys. To make selections, use the joystick button or RETURN. To tell MCS that you plan to use an Atari Touch Tablet or a Koalapad, select the Plug Icon in the bottom corner of the Icons Box. Press the Space Bar until the option you want appears; then press RETURN.

When you select the Plug Icon, two other sets of options also appear: (1) musical range and voice number; and (2) printer type. We recommend using the 3-voice, 5-octave option. (The 4-voice 4-octave option cuts the bottom octave from your MCS range and causes every note to be played one octave higher.) For codes to type for your printer, see Printing Your Music.

LOADING AND SAVING MUSIC
To perform the tasks below, first select the MCS Disk Icon.

1. **To see a list** of the music on your disk, type CATALOG and press RETURN.
2. **To load music** into memory from your disk, type LOAD and the name of your piece and press RETURN—for example, type LOAD BUMBLE. When the red disk drive light goes out, press RETURN again. (To clear the entire score so you can create a new song, type LOAD NEW.)
3. **To format a disk** to save music on, put the disk in your drive and type FORMAT and press RETURN. (Note: Any information previously on the disk is erased.) When the red disk drive light goes out, press RETURN.
4. **To save music**, place your own files disk in the drive. Type SAVE followed by the name you pick; press RETURN. (A name can have up to 8 characters.) When the red disk drive light goes out, remove your files disk, reinsert the MCS disk, and press RETURN.

USING SPEED, SOUND, AND VOLUME CONTROLS
The five gauges in the center bottom of the MCS screen control speed of playback, sound quality, and volume. The left Sound and Volume gauges control the music in the top staff, and the right Sound and Volume gauges control the bottom staff. Use the Hand Icon to move the gauge markers up and down. See Using the Hand Icon below.

Speed: Moving the marker up speeds up your music; moving it down slows down your music.
Volume: Moving the maker down makes the music louder; moving it up makes it softer.
Sound: Each Sound gauge can be set at any of 13 instruments. Starting at the top of the gauge, they are:

1. Harpsichord	4. Organ	7. Bounce	10. Bellows	13. Drums*
2. Piano	5. Accordion	8. Vibrato	11. Slur	
3. Flute	6. Echo	9. Space Case	12. Swallow	

*To play the bass drum, use only the treble clef. To play a snare drum, add an octave raiser and place notes on the highest octave.

PRINTING MUSIC

If you have an Atari 850 Interface Module and a parallel graphics printer, you can print copies of your M CS music. First type a printer code to tell MCS about your printer. (See the instructions in the next paragraph.) Then press Control-P to print the measures currently on the screen. After 2-1/2 measures, the printer stops. Press any key to print the next 2-1/2 measures, and so on. Press ESC to stop.

To enter your printer code, select the Plug Icon and press RETURN until the word PRINTER appears on the screen. If your printer appears on the list below, type the printer code provided. If your printer is not on the list, read the next paragraph to learn how to type the code you need. Question marks ("?") signify extra characters (see below).

C-Itoh 8510	Press RETURN and the code is entered automatically.
Okidata with Okigraph	C???????CN??????
dot-addressable graphics	
Epson	@AG?????M@KAA???E

(An underline in the code tells you to type the character while holding down the CONTROL key. A @ symbol tells you to press ESC twice and then press the character following.)

Your codes tell the printer to: (1) do 7/72" line feeds (also called line spacing); (2) use unidirectional print; (3) set the vertical spacing (17 cpi, also called compressed print mode, works best); (4) set graphics mode to 256 dots.

Find the codes you need in your printer manual (or from whoever sold you the printer), and type codes 1, 2, and 3 first (see above). If they don't total 8 characters, add enough **?**s to bring the total to 8, then type code 4 and add enough **?**s to make the code 16 characters long. Next, if you have an Epson printer or one which does graphics like the Epson (Most Significant Bit on top), type **E**. Press RETURN to complete the process.

INSTRUCTIONS FOR YOUR COMMODORE

GETTING STARTED

Turn on the disk drive, turn on the computer, and insert the MCS disk. Type LOAD "EA",8,1 and press RETURN. Wait while the program loads.

When the the first MCS screen appears, press RETURN to use the program, or wait and the demo automatically begins. In the demo, you hear some of the songs on the MCS Disk. To stop a song and start the next, press the Space Bar. Press RETURN to leave the demo.

Changing Your Controls MCS assumes you are using the keyboard and a joystick. To point and drag the Hand Icon, use the joystick, the Arrow keys, or these keys: A for Up, Z for Down, : (Colon) for Left, ; (Semicolon) for Right. To make selections, use the joystick button or RETURN.

To tell MCS that you plan to use a Koalapad, select the Plug Icon in the bottom corner of the Icons Box. Press the Space Bar until KOALA appears; then press RETURN.

NOTE: Your Commodore 64 can sound up to three notes simultaneously; rests count as notes.

LOADING AND SAVING MUSIC

To perform the tasks below, first select the MCS Disk Icon.

1. **To see a list** of the music on your disk, type CATALOG and press RETURN.
2. **To load music** into memory from your disk, type LOAD and the name of your piece and press RETURN—for example, type LOAD BUMBLEBEE. When the red disk light goes out, press RETURN again. (To clear the entire score so you can create a new song, type LOAD NEW.)
3. **To format a disk** to save music on, put the disk in your drive, type FORMAT, and press RETURN. (Note: Any information previously on the disk is erased.)
4. **To save music,** place your own files disk in the drive. Type SAVE followed by the name you pick; press RETURN twice. (Use only letters, numbers, and spaces in your name.) When your drive stops, remove your files disk, reinsert the MCS disk, and press RETURN.

USING SPEED, SOUND, AND VOLUME CONTROLS

The five gauges in the center bottom of the MCS screen control playback speed, sound quality, and volume. Use the Hand Icon to move the gauge markers up and down. See Using the Hand Icon below.

Speed: Moving the marker up speeds your music up; moving it down slows your music down.
Volume: You cannot control the volume for each staff separately. Moving either marker up makes the volume softer; moving it down makes the music louder.

Sound: The left Sound gauge controls the music in the top staff, and the right Sound gauge controls the bottom staff. Each Sound gauge can be set at any of 13 different settings—8 that mimic musical instruments and 5 that produce percussion and special effects. Starting at the top of the gauge, these are:

1. Harpsichord	4. Smoother Oboe	7. Brassy	10.Slap	13.Ring **
2. Damped Harpsichord	5. Accordion	8. Flute	11. Drum	
3. Oboe	6. Regal Organ	9. Backwards	12.Synch *	

* Combines two different wave forms.

** Uses ring modulation; adds and subtracts frequency components of the two wave forms and throws the original away.

PRINTING YOUR MUSIC

If you have a VIC 1525 Graphic Printer or an interface card that provides total emulation, load the music you want to print. Turn on your printer, and press Control-P. The printer prints 2-1/2 measures. Press any key to print the next 2-1/2 measures, and so on. Turn the printer carriage manually to stop printing on one page and start on the next. Press DEL to stop.

INSTRUCTIONS FOR YOUR IBM OR COMPATIBLE

GETTING STARTED

Plug in your joystick. Put the MCS disk in the drive and turn on the computer. When the program finishes loading, press RETURN to use the program, or wait and the demo automatically begins. In the demo, you hear some of the songs on the MCS Disk. To stop a song and start the next, press the Space Bar. Press RETURN to leave the demo.

Setting up Your System When you start using MCS, the Hand points at the Plug Icon in the bottom right of the screen. Press ENTER to select the Plug Icon. Then indicate your choices regarding control device, number of notes and scrolling, and printer. Press the Space Bar to cycle through the options within a set and press ENTER to select a displayed option.

1. **POINTER TYPE:** Select the pointing device you want to use to control the MCS Hand Icon. If you select the Joystick option, make sure you calibrate your joystick the first time you use MCS. To do this, press the Space Bar to display the Calibration option; then press ENTER and follow the instructions on the screen.

   •(NOTE: If you select the Joystick or Koalapad option, use your pointing device to move your Hand and the *first* button to make selections. If you select the Keyboard option, use the Arrow Keys to move the Hand and ENTER to make selections.)

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2. **NOTES/SCROLLING:** The number of notes MCS plays at once and whether the score scrolls as the music plays depends on your equipment and the choice you make here. With a PCjr or Tandy 1000, select the 3 Notes, Scroll option to play three notes simultaneously *and* scroll the score. To scroll with other PCs, select 1 Note, Scroll (since these computers can only play one note at a time while scrolling.) With all machines, you can select the 4-Note (non-scrolling) option. If you have a stereo connected to your computer via the cassette port, select one of the Cassette options.
   • NOTE: If you have a PCjr or Tandy 1000 and want to listen to only the *top* line of notes in your song, select 1 Note, Scroll by pressing ENTER or your button. To listen to the *second* line of notes, select 1 Note, Scroll by pressing **2** on the keyboard; to listen to the *third* line, select 1 Note, Scroll by pressing **3**.

3. **PRINTER:** MCS has been tested with: IBM Graphics Printer; Epson MX80 and FX80; Okidata 92, 93, 82, 83, and 2410; Tandy DMP430 and 2100P (choose IBM Graphics mode, make sure switches 1 and 2 are on in Bank A and all switches are off in Bank B); Gemini 10X (select Epson). To print a song, turn on your printer and press Control-P. The music prints vertically down the left side of the page. Press ENTER to stop.

LOADING AND SAVING MUSIC
To perform the tasks below, first select the MCS Disk Icon.

1. **To see a list** of the music on your disk, type DIR or CATALOG and press RETURN.
2. **To load music** into memory from your disk, type LOAD and the name of your song and press RETURN twice—for example, type LOAD CANON. To load a song from drive 2, type **B:** before the song name (LOAD B:CANON).
3. **To clear the entire** *score* so you can create a new song, type NEW.
4. **To format a disk** to save music on, put the disk in your drive. Type FORMAT, press RETURN, and follow the instructions on the screen. When formatting is complete, press RETURN twice. (Note: When you format a disk, any information previously on the disk is erased.)
5. **To save music,** place your own files disk in the drive. Type SAVE followed by the name you pick; press RETURN twice. (A name can have up to 8 characters. If you want your song to be added to the demo, add **.MCD** to the name.)
6. **To delete a song** from a disk, type ERASE and the song name; press RETURN.
7. **To run the DEMO** at any time, type DEMO. To display a list of all available commands, type HELP.

USING SPEED, SOUND, AND VOLUME CONTROLS
The five gauges in the center bottom of the MCS screen control speed of playback , sound quality, and volume. Use the Hand Icon to move the gauge markers up and down (see Using the Hand Icon below).

The Sound and Volume Controls work only if you are using a PCjr. The left Sound and Volume gauges control the music in the top staff, and the right Sound and Volume gauges control the bottom staff. To control volume, move the marker up to make the volume softer; move the marker down to make the music louder.

There are 13 sound settings available on the PCjr: Starting from the top, settings 1 to 3 play the same sound first as a smooth tone, then with vibrato, and then with more vibrato. Settings 4 to 8 play a piano-like sound; each setting causes the notes to sound longer than the setting above it. Settings 9 to 13 play special effects.

PART II: GENERAL INFORMATION

INSTRUCTIONS FOR CREATING AND PLAYING MUSIC

When you start MCS, the screen displays two staffs, which make up the score where you load or create music. Below the score are the Parts Box (on the left); Key Change, Time Signature, Speed, Sound, and Volume Controls (in the middle); and the Icons Box (in the right). Here is a picture of the screen, with labels.
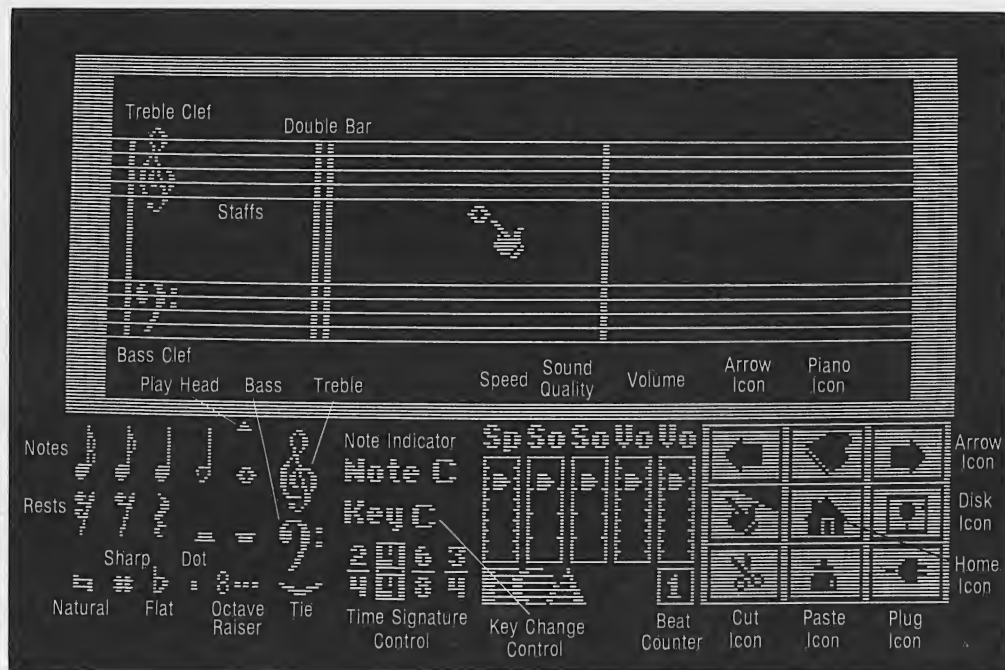
CREATING MUSIC

You can create music using a combination of two methods. You can drag musical parts onto the score from the Parts Box. And you can cut measures from an existing piece and paste them in a different location.

Using Parts from the Parts Box   The Parts Box contains notes of various values (whole notes, half notes, and so on), rests; natural, sharp, and flat signs; an octave raiser (8===); a tie; and treble and bass clefs.

To place music on the blank score, point to a part in the Parts Box (for example, a half note) and drag it to the desired location on the score. Then point to another part (such as a half rest), and repeat the process. (You can use parts as often as you want.) You can also drag parts *off* the score.

Cutting and Pasting   To cut measures from the score, select the Scissors Icon, place it in the blank area above a measure, and press the number of measures you want to cut. Pressing 3, for example, cuts out the measure you're on and the two measures to the right, and places them in an invisible storage area called a buffer. The cut and paste buffer will allow you to cut up to 9 measures at a time. If you try to cut more than the buffer can handle, you hear a beep and the command is not executed.

To paste the last music you cut (which is now in the buffer), select the Paste Pot Icon and place it over the measure which you'd like the music inserted in front of. Then press the button. MCS inserts your measures, *and* it continues to store your music in the buffer until you cut something else or turn the computer off. You can also cut and paste *between* songs.

(NOTE: On the IBM, you can also cut by pointing to the first measure you want to cut, pressing the Space Bar or the *second* joystick button, pointing to the last measure, and pressing again.)

KEYBOARD SHORTCUTS

1 through 5	16th notes through whole notes	T	Treble clef	N	Natural
6 through 0	16th rests through whole rests	B	Bass clef	D	Dot
K and L	32nd note and 32nd rest (only available through keyboard)	S	Sharp	I	Tie
		F	Flat	O	Octave raiser

ESC *	Erases whatever's being pointed at or held
Space Bar **	Puts down another of whatever you put down last
U	Inverts the note or tie you're carrying
=	Scrolls forward one measure
Control-P	Starts printing

* Use DEL on Atari and Commodore.
**On IBM, you can also use the second joystick button.

To paste the last music you cut (which is now in the buffer), select the Paste Pot Icon and place it over the measure which you'd like the music inserted in front of. Then press the button. MCS inserts your measures, *and* it continues to store your music in the buffer until you cut something else or turn the computer off. You can also cut and paste *between* songs.

(NOTE: On the IBM, you can also cut by pointing to the first measure you want to cut, pressing th e Space Bar or the *second* joystick button, pointing to the last measure, and pressing again.)

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Control-P	Starts printing

* Use DEL on Atari and Commodore.
**On IBM, you can also use the second joystick button.

IDENTIFYING NOTES
When you point the Hand at a note on the score and press **P**, the note sounds and the name appears in the Note Indicator (in the center bottom of the screen). To make the Note Indicator display a name automatically (without your having to press **P**) as soon as you point to a new note, press Control-S. Press Control-S again to return to the Note Indicator to manual control. And when pressing notes above and below the staff lines, press **P** to produce a helpful line segment.

TRANSPOSING
To transpose a song from one key into another, point to the Key Change Control at the bottom center of the screen and hold down your button. (Inverse video means that you're moving *down* the scale from your starting point; regular video means that you're moving *up*.) When the name of the new key you want appears, release the button. MCS then automatically inserts the correct number of sharps or flats at the beginning of the score and rewrites the song in the new key.

If you try to transpose to a key that is too high or low for MCS to handle, you hear a beep and the command is not executed. You can also change the key of a piece manually by dragging sharps or flats onto the score from the Parts Box. In this case, however, you must also change each note in the song manually, and the Key Change Control no longer shows the correct key signature.

SETTING YOUR TIME SIGNATURE

Select a time signature for your piece (such as 4/4 time) from the Time Signature Control. If you have the appropriate sound board, the Beat Counter (to the left of the Scissors Icon) counts along as the music plays. If it finds a measure with too many or too few beats, it warns you by changing to inverse video.

TIPS FOR COMPOSERS

- Your songs can contain up to approximately 700 symbols (notes, sharps, flats) in each staff, so a song that averages 10 notes a measure can go for as long as 70 measures.
- If you want to use only one staff, use the top one. If you want only the bottom one to play notes you must put rests in the top staff.
- You can change the clefs in both staffs. For example, you can put a treble clef on the bottom staff.
- Make sure that you don't place any notes on the score to the left of the double bar, or MCS can't play your piece.
- Make sure that a chord is composed of notes that are all of the same value (so MCS can play it.) Suppose that you have two half notes on the top of your chords, and you want a whole note on the bottom. Convert the whole note to two tied half notes. Place the tie underneath the *first* note.
- MCS cannot play triplets as such. Try to approximate a triplet by using, for example, a sixteenth note and two dotted sixteenths.
- To change keys in the middle of a song, you must put the new key signature in every measure. To do this quickly, insert the new key signature in a new measure and use Cut and Paste to add as many copies of that measure as you need. Then add your notes.
- If the Beat Counter changes to inverse video but you can't find an error, take the measure apart a symbol at a time. You probably put one symbol on top of another.
- If you don't have a sound board, certain MCS functions don't work: The score won't scroll as the music plays; the Beat Counter won't work; and pointing at a note and pressing **P** doesn't sound the note.

CREDITS

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Limited Warranty. Electronic Arts ("EA") provides to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), the following limited warranties:

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Software: EA warrants that the software, as originally purchased, will perform substantially in conformance with the specifications set forth in the packaging and in the user manual.

Warranty Information. If you are having any problems with the product, we are happy to help. Please address all correspondence to Electronic Arts, 1820 Gateway Drive, San Mateo, California 94404. Or call us at (415) 572-ARTS.

Warranty Claims. To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, a statement of the defect, and your name and return address. To replace defective media after expiration of the Warranty Period, send the product, in protective packaging, postage prepaid, to Electronic Arts, at the above address, enclosing proof of purchase, a statement of the defect, your name and return address, and a check for $7.50. EA or its authorized dealer will, at its option, repair or replace the product, and return it to you, postage prepaid, or issue you with a credit equal to the purchase price. THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE SOFTWARE PRODUCT.

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